NEMESIS
RETALIATION

OFFICIAL GAME FAQ

V1.0

23.07.2025

AWAKEN REALMS

ERRATA

1) ***Are solo/coop tasks 3 and 11 (CLOSEDOWN & SHUTDOWN) mutually exclusive?***

Yes. Those 2 tasks can never exist in the same game. If drawn in the same game, discard the last one and draw another task.

GENERAL RULES

1) ***How does shooting at the Queen work exactly?***

Shooting at the Queen works exactly the same as it does for Adult Intruders, but instead of removing the miniature from the board, you resolve the Queen health card instead.
Shooting a Queen with 2 hits will result in resolving the top card of the Queen Health Deck, if a player rolls a 2 (or fewer) or a skull symbol.

2) ***Do Malfunction markers make computer icons unavailable?***

Malfunction markers do not interact with computer icons, unless a specific Item or effect says otherwise.

3) ***Can you spend ammo from "Requires no Ammo" Weapons using an Action card or other effect?***

You may "spend" Ammo from a weapon with "Requires no Ammo" trait.

SANGREVORES EXPANSION

1) ***Are Infections treated as Infected Contaminations or non-Infected?***

All Infections are treated as Infected Contaminations.

COMIC

1) ***Comms Room from the punchboard is Command Room/Command Center Room.***

2) ***Setup - the first step has wrong instruction. It should read:***

Starting from Mission 2 forward, place the Comms Room face up on the right side of the Hibernatorium, so that it connects through the Corridor "004".

3) ***The Comic Sheet is missing a box. There should be box D to mark.***

4) ***Card C10A should have 2 boxes to mark with Universal tokens.***

5) ***Card C11A has unclear instructions. It should read:***

Reach a Room adjacent/neighboring to the Rebel Recon in Section C. Then, go to E307.

6) ***Card C16A should instruct you to just "Reach the Comms Room", as it is Discovered already.***

7) ***Instruction box on page 10 sets up a wrong Room (Shelter Room). It should read:***

If the bottom left Room in Section A is Undiscovered, place the Safe Room ("!") there with two random Corridors.

8) ***Instruction box on page 28 if referring to the wrong Room. It should read:***

Place token D in the Safe Room.

9) ***Instruction box on page 29 is missing information. It should also include:***

Discard token D.

10) ***Instruction box on page 35 regarding placing Rebels is incomplete. It should read:***

Place 2 Rebel standees in the Landing Zone and 2 in the Comms Room. If you have R1 marked on the Comic Sheet, remove one Rebel standee from the Landing Zone.

11) ***Instruction box on page 43 is referring to the wrong Room. It should read:***

Place Dr Ashton in the Safe Room.

12) ***Instruction box on page 56 is missing some information. It should read:***

Place token C on the Server Room if it is already Discovered. Otherwise, place it on the Section B Rooms stack.
Flip card C13A to C13B.

13) ***Instruction box on pages 78, 79 and 81 are missing how to set up the Queen. They should also read:***

Place a Universal marker on the "0" space of the Queen's Hits track.